

Loden Campbell

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EDUCATION

University of Wisconsin-Madison | Madison, WI

May 2025

- B.S. in Computer Science | Minors: Game Design and Mathematics | GPA: 3.5/4.0
- **Relevant Courses:** Algorithms, Artificial Intelligence, Building User Interfaces, Game Design I & II, Computer Graphics, Software Engineering, Big Data Systems, Graphs and Networks in Data Science, Discrete Math

TECHNICAL SKILLS

Programming Languages: Java, Python, C#, JavaScript (React, HTML, CSS), SQL, C++

Tools & Technologies: Unity Game Engine, VS Code, Agile, AWS Personalize, Kafka, git, Maya Autodesk, Docker

Portfolio (self-produced games): loden-campbell.itch.io/

PROJECTS

PBS Wisconsin Recommendation Engine, UW-Madison Capstone

Jan 2025 - May 2025

React, Python, Flask, Figma, Vite, AWS (Personalize, S3), REST API, SQL, Agile

- Collaborated with a multidisciplinary team of four and PBS to integrate a recommendation engine into their active site using Amazon Personalize
- Designed high- and low-fidelity Figma prototypes influenced by results of 20+ user interviews
- Developed a responsive frontend using React and Vite to provide personalized content based on user behavior

Against The Grain, Metroidvania Game

Sep 2024 - Dec 2024

Unity, C#, LDtk, Aseprite, HacknPlan, Agile

- Collaborated in a team of four to implement 4+ character abilities with animations and user controls in Unity
- Developed a trajectory line algorithm using Unity's Animator and a custom material for visual feedback
- Designed a collectibles system featuring 15+ interactive mole NPCs, writing unique dialogue and narrative content

AI Teekeo Game Bot

Sep 2024 - Dec 2024

Python, Minimax Algorithm

- Designed AI system using the minimax algorithm with alpha-beta pruning to improve decision-making in *Teekeo* game
- Achieved 98.7% bot efficiency by optimizing move ranking through heuristic evaluation and game state representation

Badger News App

Sep 2024 - Nov 2024

React/JavaScript, REST API, Postman

- Developed a React app for browsing summarized university news, dynamically fetching & rendering 100+ articles
- Utilized Linking and Context API to support personalized news filtering and display full news articles in the browser

Carnegie Mellon University National High School Game Academy

May 2021 - Aug 2021

Unity, C#, Perforce, Maya Autodesk, Audacity

- Led a team of five in developing an original video game, taking charge of programming, narrative, and design
- Served as Producer and Lead Programmer for *1942* remake in Unity/C#, delivering polished game on schedule
- Developed a well-rounded skill set in programming, narrative writing, game design, 2D/3D art, and audio production

AtlasHacks I & II

Oct 2020 - Dec 2021

- Spearheaded creation of two global hackathons (500+ participants); raised \$30K in sponsorships from 25+ partners

WORK EXPERIENCE

Target Inc. | Retail & Market Associate

Jun 2024 – Jan 2025

- Led Pickup team to achieve 98% efficiency; commended by management for consistently strong performance

Mathematics Tutoring | Math Tutor

Jun 2023 – Aug 2023

- Provided 1:1 math tutoring, focusing on fractions, decimals, and personalized problem-solving techniques

INTERESTS & VOLUNTEERING

Hobbies: Game creation, PC gaming, ice hockey, weightlifting | **Volunteering:** Madison Engineering Expo, Second Harvest